

EXHIBIT 5

Google Play

OVERVIEW PLAY CONSOLE PLAY STORE PLAY BILLING PLAY POLICIES PLAY SERVICES GAMES GUIDES RESOURCES STORIES

Google Play's billing system

[Overview](#)

Reminder: Starting on August 2, 2021, all new apps must use Billing Library version 3 or newer. By November 1, 2021, all updates to existing apps must use Billing Library version 3 or newer. [Learn more](#).

[Terminology](#)[Getting ready](#)[Integrate the library](#)[Sell subscriptions](#)[Offer a promotion](#)[Test your integration](#)[Library release notes](#)[Contact us](#)

Additional guides

[Fight fraud and abuse](#)[Migrate from AIDL](#)[Developer payload](#)[Use the Billing Library with Unity](#)

Resources

[Play Billing Library reference](#)[Google Play Developer API](#)[Additional resources](#)[Real-time developer notifications reference](#)

Deprecated content

[AIDL reference](#)[Rewarded products](#)[Google Play's billing system](#) > [Google Play](#) > [Play Billing](#)

Google Play's billing system overview

Table of contents

[Getting started](#)[More information](#)

Google Play's billing system is a service that enables you to sell digital products and content in your Android app.

You can use Google Play's billing system to sell the following types of digital content:

- One-time products: A *one-time product* is content that users can purchase with a single, non-recurring charge to the user's form of payment.
- One-time products can be either *consumable* or *non-consumable*:
 - A *consumable* product is one that a user consumes to receive in-app content, such as in-game currency. When a user consumes the product, your app dispenses the associated content, and the user can then purchase the item again.
 - A *non-consumable* product is a product that is purchased only once to provide a permanent benefit. Examples include premium upgrades and level packs.
- Subscriptions: A *subscription* is a product that provides access to content on a recurring basis. Subscriptions renew automatically until they're canceled. Examples of subscriptions include access to online magazines and music streaming services.

The Google Play Console offers a lot of flexibility when creating subscription products. As examples, you can set the billing period, offer a free trial, offer an introductory price, provide grace periods when payment fails, and allow users to pause their subscriptions as an alternative to canceling. For more information and a complete list of subscription features, see [Implement subscription-specific features](#).

Getting started

To start integrating Google Play's billing system with your app, see [Getting ready](#).

More information

For more information about integrating Google Play's billing system into your app, see the following topics:

- [Integrate the Google Play Billing Library into your app](#)
- [Fight fraud and abuse](#)
- [Migrate from AIDL](#)
- [Developer payload](#)
- [Use Google Play's billing system with Unity](#)

Was this page helpful?



Content and code samples on this page are subject to the licenses described in the Content License. Java is a registered trademark of Oracle and/or its affiliates.

Last updated 2020-10-06 UTC.



YouTube

Check out Android Developers on YouTube

More Android

[Android](#)[Enterprise](#)

Twitter
Follow @AndroidDev on Twitter

Support

[Report platform bug](#)[Report documentation bug](#)

Documentation

[Developer guides](#)[Design guides](#)

Security
Source

Google Play support
Join research studies

API reference
Samples
Android Studio

Google Developers

[Android](#) [Chrome](#) [Firebase](#) [Google Cloud Platform](#) [All products](#)

[Privacy](#) | [License](#) | [Brand guidelines](#)

Get news and tips by email

[SUBSCRIBE](#)

LANGUAGE ▾